AMENDMENTS TO THE CLAIMS

Please amend the claims as indicated below. The language being added is underlined ("__") and the language being deleted contains either a strikethrough ("___") or is enclosed by double brackets ("[[]]").

LISTING OF CLAIMS

- 1. (Currently Amended) A method for encoding a confidential optical disc with a burner, the method comprising the steps of:
 - receiving <u>a signal [[of]] for creating the confidential optical disc to switch a burner into a burning mode;</u>
 - setting a data-accessing password for future verification, wherein the data-accessing password is placed to a secret file set descriptor and allocated on any unoccupied space of an optical disc;
 - selecting one of data sources for public viewing and confidential viewing data to be burned on the disc;

receiving a start burn signal to begin a data encoding process;

creating a temporary file system as <u>a</u> buffer that includes two stages[[,]]:

creating a standard file set, and

creating a parallel file set with real data; and

burning <u>the</u> buffer to [[an]] <u>the</u> optical disc [[and]] <u>to</u> produce <u>a tangible</u> <u>the</u> confidential optical disc.

- 2. (Original) The method of claim 1, wherein the burner is an optical disc writer associated with a computer or other consumer device.
 - 3-4. (Canceled)
 - 5. (Original) The method of claim 1, wherein the optical disc is a CDRW.
 - 6. (Original) The method of claim 1, wherein the optical disc is a DVDRW.
 - 7. (Original) The method of claim 1, wherein the optical disc is a DVD RAM.
- 8. (Currently Amended) The method of claim 1, wherein the selected data source is <u>a</u> hard disc.
- 9. (Currently Amended) The method of claim 1, wherein the selected data source is \underline{a} CD.
- 10. (Currently Amended) The method of claim 1, wherein the selected data source is <u>a</u> DVD.
- 11. (Currently Amended) The method of claim 1, wherein the selected data source is <u>a</u> DVD RAM.

- 12. (Currently Amended) The method of claim 1, wherein the file system is a UDF file system.
- 13. (Currently Amended) The method of claim 1, wherein the file system is <u>an</u> ISO 9660 file system.
- 14. (Currently Amended) The method of claim 1, wherein the creating standard file set stage further comprises the following steps:

importing a directory of dummy data from a data source;

creating descriptors that describe[[s]] the whole file system;

assigning a disc address of a root directory to a descriptor;

reading the imported directory tree;

converting the imported directory and files into an optical disc format according to file system; and

assigning disc addresses to directories and file records.

- 15. (Currently Amended) The method of claim 14, wherein the standard file set is created according to <u>a</u> UDF file system.
- 16. (Currently Amended) The method of claim 14, wherein the standard file set is created according to <u>an</u> ISO 9660 file system.

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- 17. (Currently Amended) The method of claim 14, wherein the data source is <u>a</u> hard disc folder.
- 18. (Currently Amended) The method of claim 14, wherein the data source is \underline{a} CD.
- 19. (Currently Amended) The method of claim 14, wherein the data source is <u>a</u> DVD.
- 20. (Currently Amended) The method of claim 14, wherein the data source is \underline{a} DVD RAM.
- 21. (Currently Amended) The method of claim 14, wherein the data source is <u>a</u> sample menu.
- 22. (Currently Amended) The method of claim 14, wherein the descriptor in the step of assigning <u>a</u> disc address of <u>a</u> root directory to <u>a</u> descriptor is <u>a</u> file set descriptor.

23. (Currently Amended) The method of claim 1, wherein the creating parallel file set stage further comprises the following steps:

importing a directory tree of real data from the source;

getting <u>a</u> next available address by reading <u>a</u> directory and file records of dummy data to find out where directory tree ends in order to place next descriptor and data;

assigning disc address to real root directory and data-accessing password to a descriptor;

reading the imported directory tree;

converting the real directory and files into optical disc format according to file system; [[and]]

assigning disc addresses to directories and file records; <u>and</u> assigning data addresses to dummy file records and real file records.

- 24. (Currently Amended) The method of claim 23, wherein the selected data source is a hard disc folder.
- 25. (Currently Amended) The method of claim 23, wherein the selected data source is a CD.
- 26. (Currently Amended) The method of claim 23, wherein the selected data source is <u>a</u> DVD.

27. (Currently Amended) The method of claim 23, wherein the selected data source is a DVD RAM.

28. (Currently Amended) The method of claim 23, wherein the directory imported from real data in the step of importing directory tree of real data from source is placed to a descriptor.

29. (Currently Amended) The method of claim 23, wherein the directory imported from real data in step of importing directory tree of real data from source is placed to anywhere on the disc that does not have a piece of data or descriptor's addressing fixed by file system or application layer.

30. (Previously presented) The method of claim 1, wherein the step of burning \underline{a} buffer to an optical disc further comprises the following steps:

burning descriptors;

burning dummy directory and file records;

burning real directory and file records;

burning dummy data at addresses assigned by dummy file records; and

burning real data at addresses assigned by real file records.

31. (Currently Amended) A method for reading <u>and decoding</u> a confidential optical disc, which is a decoding method for reading optical disc produced by claim 1, the method comprising <u>the</u> steps of:

a player reading optical disc data;

receiving a view confidential data command signal;

requesting entry of a data-accessing password;

checking to determine determining if the password entries entry reach reaches a predetermined limitation;

if <u>the</u> password <u>entries entry</u> [[do]] <u>does</u> not reach the predetermined limitation, checking if <u>a correct ID field exists</u>;

if <u>the</u> ID field exists in the optical [[disk]] <u>disc</u>, checking if <u>the</u> entered password is correct;

if <u>the</u> entered password is correct, playing/reading real data; and ending the playing/reading session.

- 32. (Previously presented) The method of claim 31, wherein the entered password is the data-accessing password.
- 33. (Currently Amended) The method of claim 31, further comprising[[;]]: if password entries in step (d) is more than five times reach the predetermined limitation if the number of password entries reaches a predetermined limitation of five, the method will ignore ignoring any further entries until player reads optical disk data.

- 34. (Currently Amended) The method of claim 31, further comprising: if <u>the player</u> can not find the ID field or the ID field does not exist, then <u>player will ignore ignoring</u> the entered password until <u>the player reads the optical [[disk]] disc</u> data again.
- 35. (Currently Amended) The method of claim 31, further comprising: if the entered password is incorrect, the method will ignore ignoring the entered password until the player reads optical [[disk]] disc data again.
- 36. (Previously presented) The method of claim 31, wherein the playing/reading session will end up on the following event ending the playing/reading session comprises:

ejection off ejecting the optical disc;

turning off a view confidential data option;

turning off the player reader.